

Fig. 2(a)

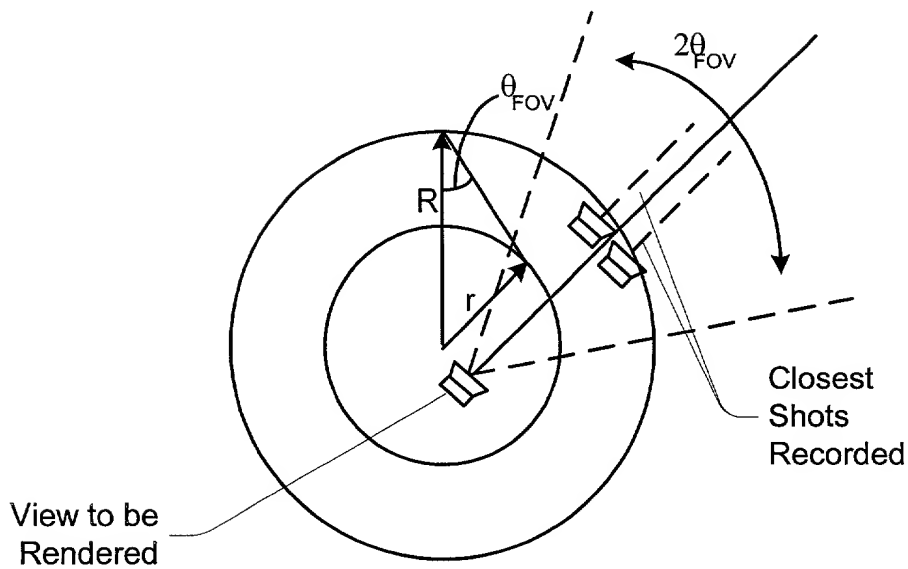


Fig. 2(b)

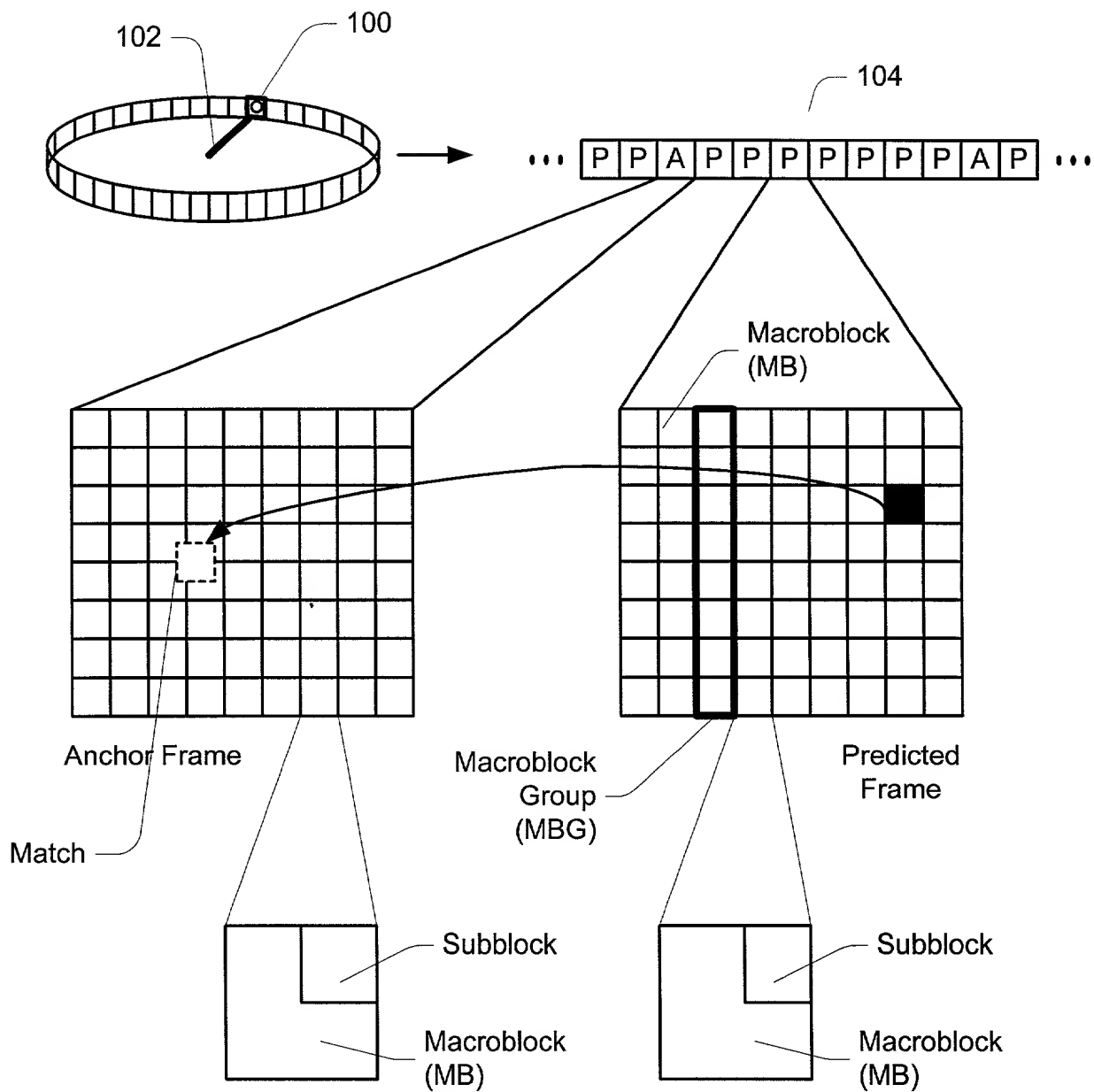
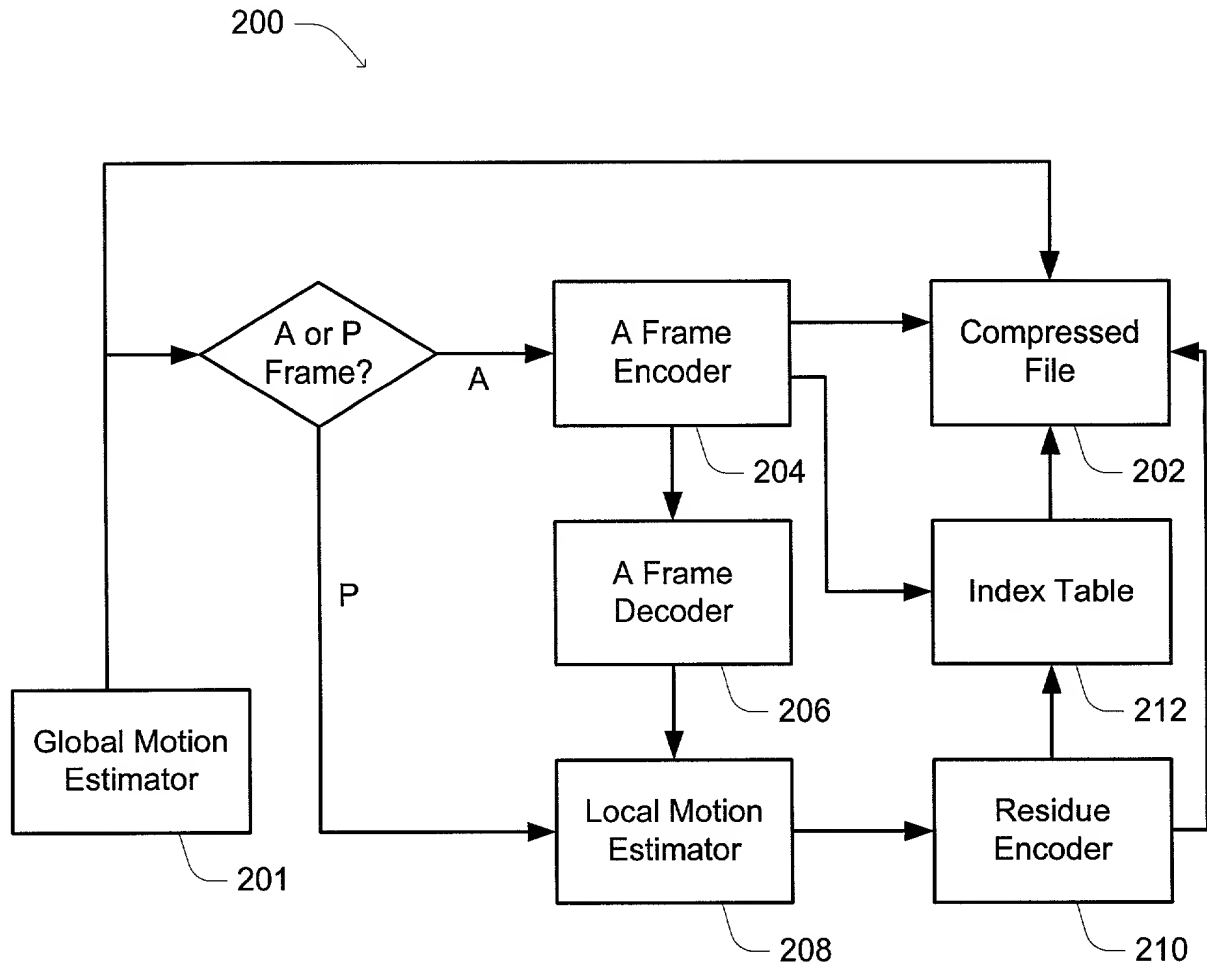
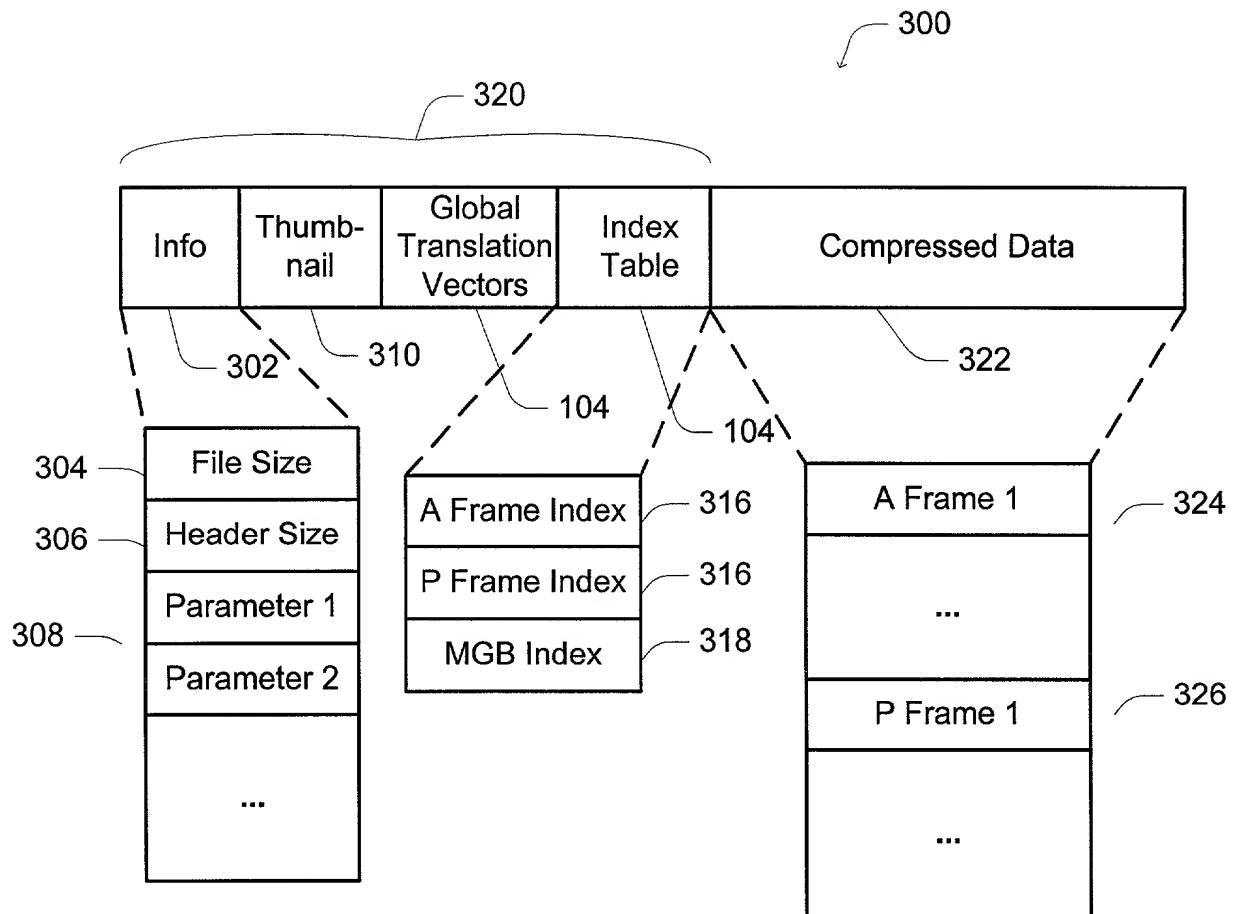


Fig. 3

*Fig. 4*

*Fig. 5*

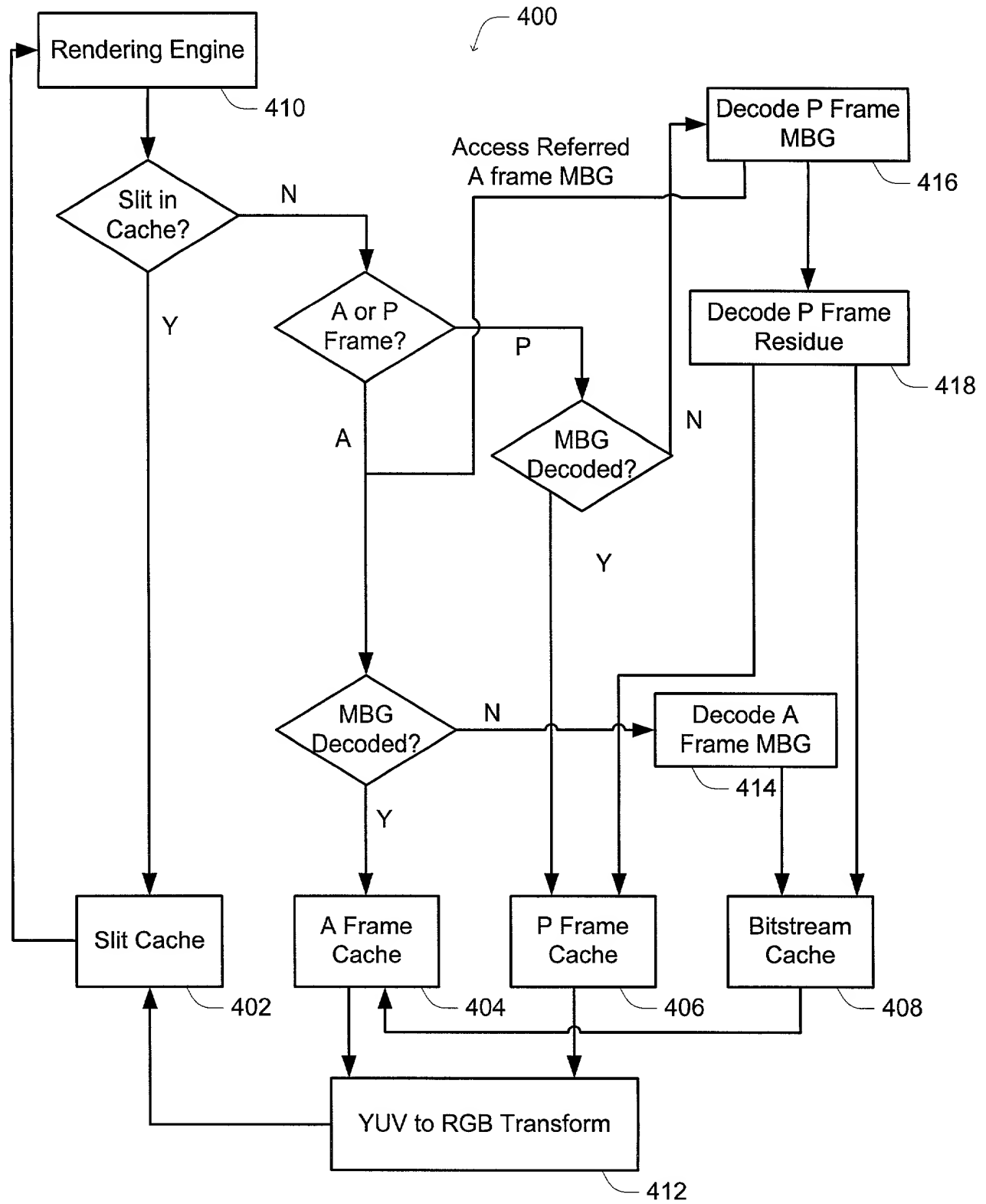


Fig. 6

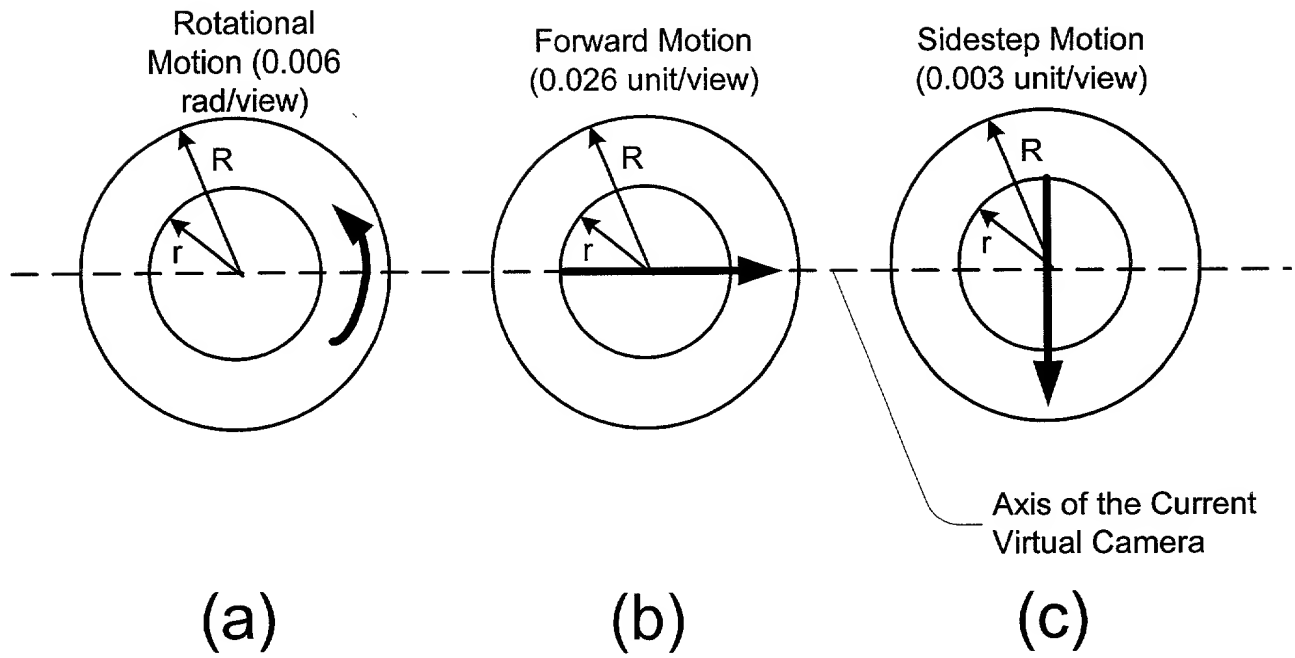


Fig. 7

500

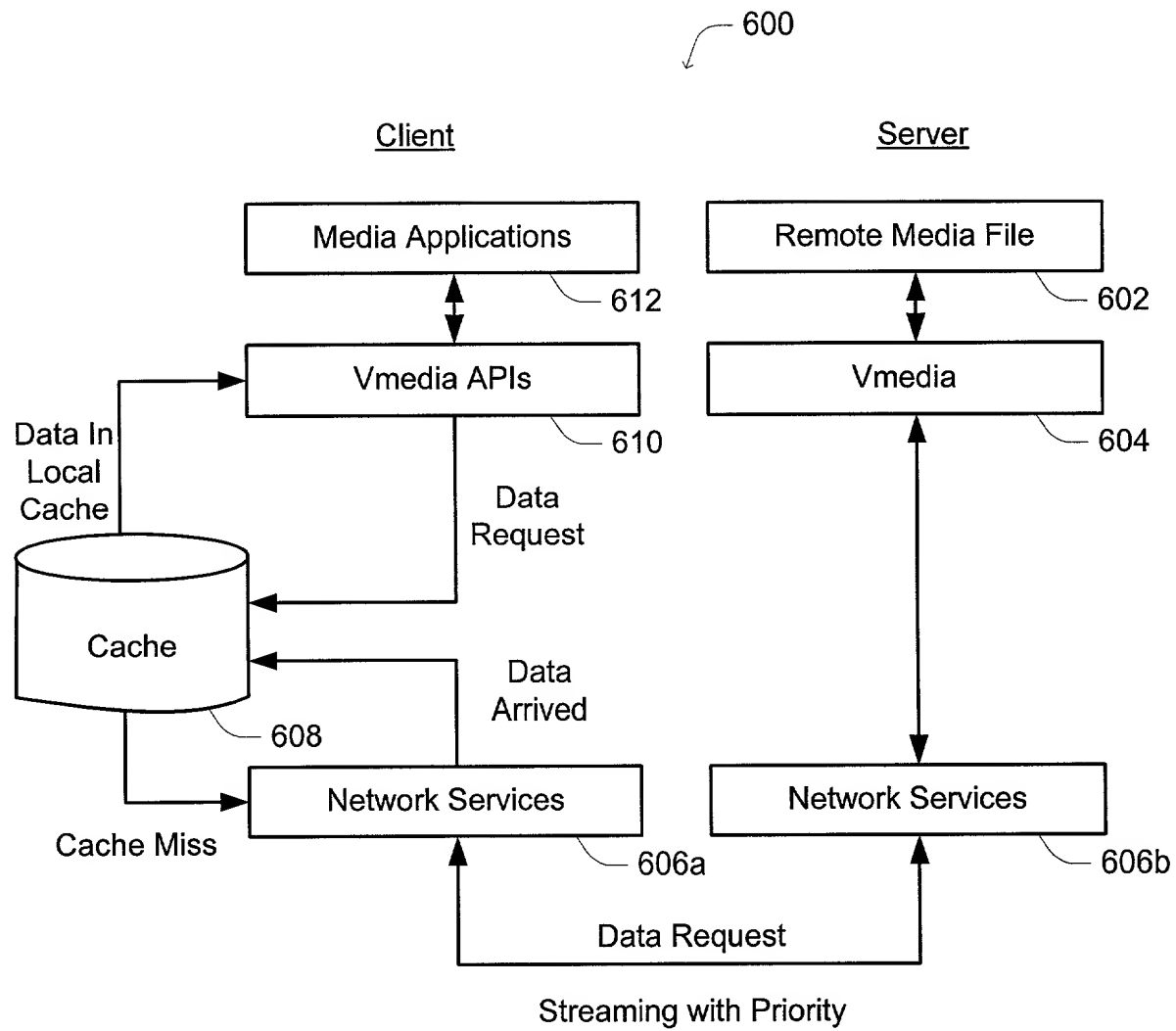
Approach \ Scene	Lobby (0.2 bpp)	Lobby (0.4 bpp)	Kids (0.2 bpp)	Kids (0.4 bpp)
MPEG-2 (dB)	32.2	34.8	30.1	31.9
RBC (dB)	32.7	36.1	31.5	33.6

Fig. 8

520

Rendering setting Mode/Algorithm		800 x 372 pixels		352 x 168 pixels	
		PS (fps)	BI (fps)	PS (fps)	BI (fps)
Rotational Motion	VQ	17.6	14.6	76.9	47.6
	RBC	16.1	13.2	53.4	37.9
Forward Motion	VQ	17.0	14.2	71.4	45.5
	RBC	15.7	13.2	51.6	38.0
Sidestep Motion	VQ	15.8	13.2	53.4	37.1
	RBC	11.3	9.9	22.7	19.3

Fig. 9

*Fig. 10*

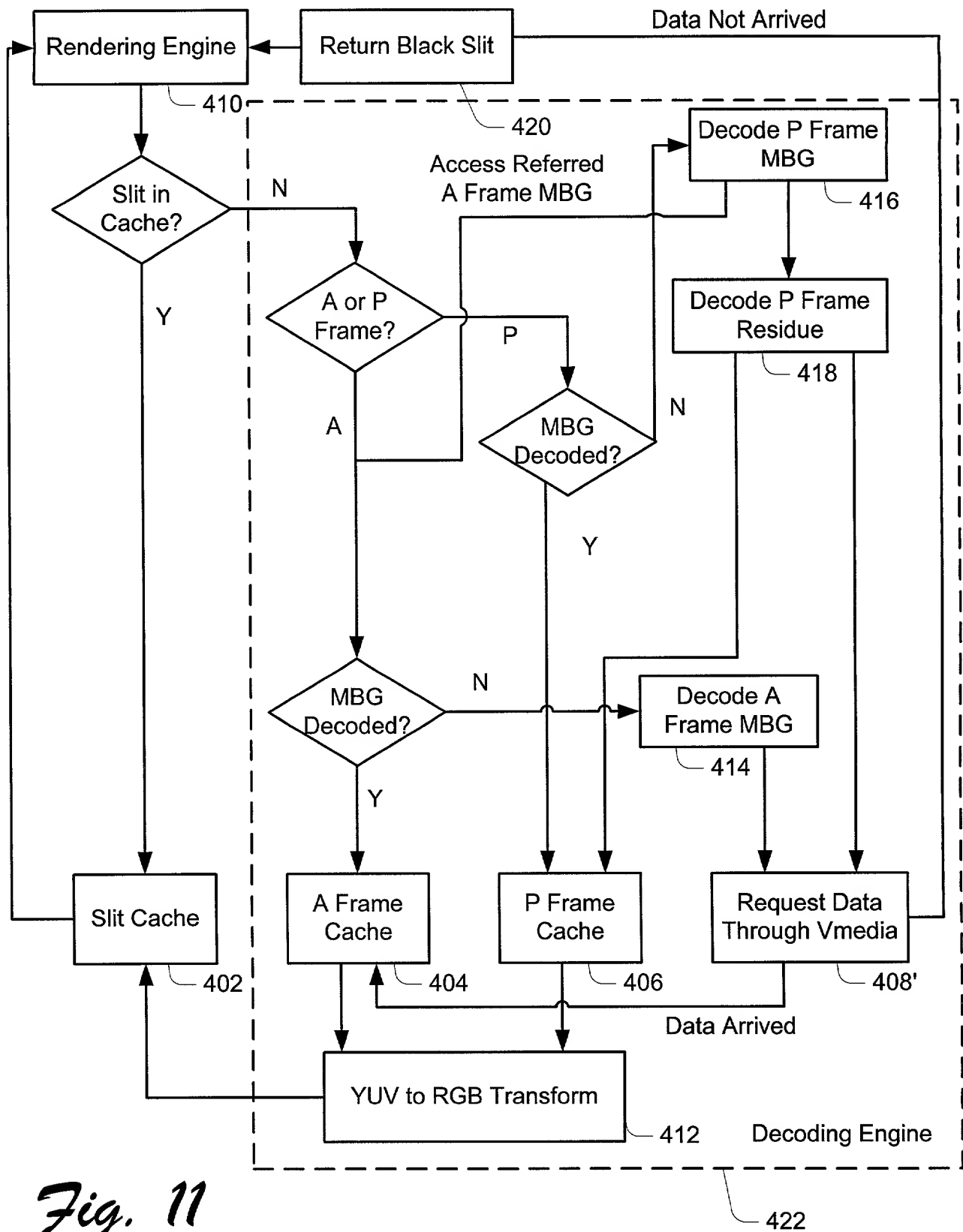


Fig. 11